

100 Magical Bows, Axes, Clubs and More for the Busy Game Master



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Lucky Dice Games

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Welcome to **100 Magical Bows, Axes, Clubs, and More for the Busy Game Master** – a list of odd and unusual magical items built with a Bow, Axe, Club, or other weapons as its receptacle of power. Each piece in the list is a unique magic item with primary properties related to aspects of the particular weapon and wielder but can generally be repurposed for other activities or other devices with a bit of thought. An adventurer can use many items in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular weapon at its core, but feel free to change the type of instrument to make it something your party members would appreciate better.

Each magical weapon in this list has one or more fascinating abilities. As the game master, feel free to tinker with the items and change their type or magical abilities to fit the characters in your game world. Here are a few of the hundreds of the kinds of (non-sword) weapons in use worldwide that you can match to magical abilities to create interesting items for your adventuring party.

- Arrow
- Axe
- Baselard
- Battleaxe
- Blowgun
- Bludgeon
- Bow
- Club
- Crossbow
- Curved Dong
- Dagger
- Dart
- Dirk
- Ear Dagger
- English Longbow
- Flail
- Flanged Mace
- Glaive
- Greataxe
- Greatclub
- Halberd
- Hammer
- Hand Crossbow
- Handaxe
- Harpoon
- Heavy Crossbow
- Horseman's Pick
- Javelin
- Katar
- Lance
- Light Crossbow
- Light Hammer
- Lochaber Axe
- Longbow
- Lucerne Hammer
- Mace
- Maul
- Mercygiver
- Military Fork
- Mongol Bow
- Morningstar
- Net
- Pike
- Polearm
- Quarrel
- Quarterstaff
- Quiver
- Repeating Crossbow
- Sai
- Shortbow
- Shuriken
- Sickle
- Sling
- Spear
- Staff
- Stiletto
- Throwing Star
- Tomahawk
- Trident
- War Hammer
- War Pick
- Whip

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most. Some of the items require attunement to be used. Others do not. Each item that needs attunement states this fact in the description.

None of the weapons list an attack bonus to create maximum flexibility. It is left to the game master to decide if an attack bonus (+1, etc.) is an appropriate addition over and above its magical powers for any particular campaign or character.

Use this list to choose a random weapon by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	<p>The Mace of Skull Splitting is a strong steel rod with a large circular head wrapped with four flanges. The flanges extend approximately two inches from the head and are shaped like the bit of a dulled axe.</p> <p>When attuned, the weapon's magic allows it to deliver devastating blows. Successful attacks cause an additional 4 HP bludgeoning damage. The wielder scores critical hits on a roll of 19 or 20.</p>
2	<p>The Net of Hooks is a simple-looking fisherman's net made of silk strands. It measures 6' square and has several weighted balls on its edges to assist in throwing it further.</p> <p>When attuned, the wielder throws it at a target with a normal attack roll. If the attack is successful, the target is grappled. Barbed hooks spring from the silk ropes, entangling the target further and causing 3D6 HP piercing damage. Each attempt at removing the net causes 3D6 HP piercing damage, whether successful or not.</p>
3	<p>The Hammer of Surprise is a war hammer with an oak handle and a three-pound spiked iron head. The head is covered with runes that glow slightly in the dark.</p> <p>When attuned, the magic gives the wielder several perks. The hammer can be aimed at targets up to 60' away, but rather than being thrown, it blinks out of existence and back in existence in front of the target. This surprising action gives thrown attacks advantage to hit, and the hammer returns to the wielder's hand immediately after the attack. There are no perks for melee attacks.</p>
4	<p>Shredder is a long braided leather whip with the cracker a razor-sharp metal cat o' nine tails.</p> <p>When wielded, the unique design of the cracker causes 3D4 HP slashing damage on a successful hit. On a crit, the damage is doubled, and the target is tangled in the strands, becoming grappled. The wielder can choose to use a bonus action to release the strands to regain control of the whip. Releasing the strands causes another 2D4 HP slashing damage.</p>
5	<p>The Lance of the Charge is a long wooden pole with a sharp dagger-like steel head. The pole is covered with images of heroes riding horses in battle.</p> <p>When attuned, the wielder can use a bonus action to call forth a steed and be immediately saddled. After that, the wielder can charge a target more than 10' away, cause double damage, and knock the target prone on a successful hit. There are no bonuses when using the lance in melee range. The steed has the same stats as a warhorse but does not have an attack action. It can be dismissed and recalled at will by the wielder.</p>
6	<p>The Spear of Accuracy is a finely balanced wooden spear painted in red and white stripes. Its head is a hardened fine steel point.</p> <p>When attuned, the wielder can roll a D6 once per round and add it to an attack roll.</p>
7	<p>The Thrown Hatchet of Flames is a well-balanced axe made from hardened steel mixed with flint. The handle is wrapped in leather dyed ruddy reddish black.</p>

	<p>When attuned, the hatchet can be thrown at a target up to a 30' distance. If it strikes the target, it causes typical axe damage plus 1D8 HP fire damage caused by the flint, which bursts into flames as it hurtles towards the target. The hatchet returns to the wielder's hand after the attack.</p>
8	<p>The Bow of Slaying is an arcane bow made of blackened bone and carved with figures of a particular enemy type (beast, humanoid, fiend, construct, etc.)</p> <p>When attuned, the bow causes double damage when striking an enemy of the type represented by its carvings.</p>
9	<p>The Dagger of the Greedy Gnome is a pitted iron dagger that barely seems useful. A dull piece of quartz is embedded in its handle.</p> <p>When attuned, this dagger becomes a theives best friend. It detects treasures worth more than ten GP out to a range of 60 feet. When the dagger detects treasure, the quartz stone in the handle starts to glow faintly. As the dagger is turned, it acts as a directional signal, getting brighter as it is pointed in the line of sight direction of the treasure. It can detect through walls and other obstructions. The dagger gets warmer as it gets closer to the prize, becoming almost too hot to handle when the loot is within five feet.</p>
10	<p>The Polearm of Holiness is constructed with a pure white wooden pole and a blade with a clear, transparent edge with microscopically small runes carved into it.</p> <p>The edge radiates a pure white light when the polearm is within 60' of a fiend. When it strikes a fiend, it causes normal weapon damage plus 3D6 radiant damage on every successful attack.</p>
11	<p>The Arrow of Flying has a thicker-than-usual shaft and a barbed head. A six-foot-long silk thread is attached to the nock.</p> <p>The arrow's owner can grab the silk thread while shooting the arrow and magically be transported to the closest empty space near where the arrow lands.</p>
12	<p>The Pitchfork of Poking is odd-looking. It has the usual wooden handle, but the innermost two tines are much shorter than the outermost two.</p> <p>When attuned, the wielder can use a bonus action on a successful attack to cause the two inner tines to shoot forward with great force, causing an additional 2D6 piercing damage. The tines immediately retract after the attack is complete.</p>
13	<p>The Morningstar of Smashing is a heavily spiked metal ball attached to a strong steel shaft. The ball is painted to look like it is splitting apart.</p> <p>When the attuned owner rolls a successful attack, the owner must also roll a D6. On a roll of 5 or 6, the target takes normal damage plus whatever nonmagical weapon or shield (attacker's choice) shatters. This ability only operates on the first successful attack per round.</p>

14	<p>The Bow of Passage is constructed of heavy, metal reinforced wood with a sight window that can be positioned such that any arrow fired from it passes through on the way to the target.</p> <p>When an arrow passes through the sight window, it gains an explosive charge that only works on inanimate objects. It has enough explosive power to punch a two-foot hole through a stone wall or obliterate a wood door. Multiple shots can be used to dig a tunnel. Against animate targets, it operates as a normal bow.</p>
15	<p>The Bloody Spear has an ironwood shaft and a long head with multiple barbs that are so wickedly sharp that they sparkle in the light.</p> <p>When attuned, the wielder can use a bonus action after a successful attack to twist and rip the spear out of the target. This motion causes a large ragged hole to open in the target, causing an immediate 2D6 slashing damage over and above the weapon's normal damage. Each round after this one that the wound is not healed by a successful application of a healer's kit or a healing potion or spell, the target takes an additional 1D6 damage due to blood loss.</p>
16	<p>The Whip of Entanglement is a ten-foot-long whip with three long weighted strands as the cracker. The heel knot is tightly braided leather wrapped around an indeterminate creature.</p> <p>The whip is long and can reach targets within ten feet. When a target is successfully attacked, it is grappled by the weighted strands and must roll a DC 16 Strength saving throw to break the grapple. The owner can use a bonus action to release the whip from the grappled target.</p>
17	<p>The Net of Safe Landings is a normal-looking silk net with an unusual weave. The net's outer edge has a rope loop to tie it together.</p> <p>While the net can be used as a standard weapon, it has a special power. It can be thrown over up to six willing creatures and tied tight. When done, the net forms a comfortable-sized sphere. When this sphere, with its occupants, is rolled off a precipice, it can fall up to 200' without anyone suffering damage.</p>
18	<p>The Shifting Mace is built with a flexible metal rod and a heavy head. Runes carved into the rod glow with energy when used in battle.</p> <p>When attuned, the rod becomes flexible in battle. It allows the wielder to reach targets up to ten feet away and swing around corners, discounting cover value for any targets within the mace's range.</p>
19	<p>The Hammer of Obliteration is a dwarven forged hammer made from the finest iron ore mixed with metal from a meteorite and other rare earth metals. The head is covered in images that suggest massive levels of destruction.</p>

	<p>When attuned, the wielder can use a single attack per day to cast the disintegrate spell on the target. The damage from the spell is in addition to the weapon attack damage. The weapon regains this ability at dawn.</p>
20	<p>The Lance of Burnished Flame is a beautifully constructed wood and iron weapon. Its shaft is covered in stylized copper that glows like a heavenly flame when struck by sunlight.</p> <p>The weapon has three charges and requires attunement. When wielded in battle, the wielder can expend one charge as a bonus action to cast blindness on a successful attack against a target. Or the wielder can expend three charges to cast a lightning bolt as a fourth-level spell. The weapon regains 1D3 charges daily.</p>
21	<p>The Endless Quiver of Stings is a leather quiver filled with ordinary-looking arrows. The quiver looks more like a beaker than the standard tube shape.</p> <p>This quiver is filled with a self-replenishing supply of acid arrows. When one of these arrows strikes a target, it causes 1D6 acid damage in addition to its regular attack damage.</p>
22	<p>The Axe of Smiting is a huge two-handed, double-edged axe with a stout wood handle and a dwarf-hardened head. The eye of the handle has a burnt-in dwarven rune.</p> <p>When the attuned wielder rolls a crit, the axe cleaves the enemy in half, delivering an instant kill, as long as the enemy is no more than two sizes bigger. For larger creatures, a crit causes 10D10 HP slashing damage.</p>
23	<p>The Dagger of True Seeing has a bone handle and an almost transparent amethyst blade. The blade's pommel is a clear piece of quartz that penetrates the handle until it meets up and touches the amethyst blade.</p> <p>When the blade is held in front of the eyes of the attuned wielder, it allows that person to see auras, effectively revealing all invisible or astral beings in the area. It also gives clues to the alignment of the creatures viewed based on the color of their auras.</p>
24	<p>The Flail of Invisible Attack is a sturdy wooden handle with three chains with spiked balls at their ends on the business end. The handle is painted white and covered with clear varnish.</p> <p>When attuned, the flail confers two abilities. The wielder can use a bonus action to turn invisible per the invisibility spell. Also, each ball strikes on a successful attack roll, and the weapon does 3D6 HP damage (a combination of bludgeoning and piercing.)</p>
25	<p>The Axe of Supreme Sharpness is an ancient dwarven forged weapon made of the finest oak and adamantite. The blade is sharpened to an almost invisible edge. Runes were woven into the metal as it was forged and can no longer be seen.</p> <p>When attuned, this weapon slices through nonmagical armor as though it did not exist. All attacks against an armored creature must be adjusted to their unarmored AC.</p>

26	<p>The Arrow of Magic Negation is made from an unusual silvery material. Its feathers are twisted around the shaft rather than straight. Its tip is hollowed out and looks like the inside of a cup.</p> <p>As a reaction, the arrow can be fired at a spell being cast and negate it per the counterspell magical spell. Its magic is so powerful that it is considered to have cast counterspell at the fifth level. The arrow automatically returns to the quiver. This ability can be used two times daily.</p>
27	<p>The Lance of Itchiness is a ten-foot-long spear with a thin pointed tip. The tip has a small hole in its center and is covered with engravings of poisonous mushrooms.</p> <p>When the lance strikes a target, it does its normal damage plus injects a poison that causes an additional 1D6 HP poison damage. Additionally, the target must roll a DC 15 Constitution saving throw or become uncontrollably itchy until the end of the target's next turn. While in this state, the target is considered incapacitated.</p>
28	<p>The Hammer of Electricity is built with a copper handle and copper stripes embedded in the iron head.</p> <p>When attuned, the wielder can use an action to strike the handle to the ground and release three bolts of lightning at up to three separate targets within 30 feet. Each target failing a DC 14 Dexterity saving throw takes 2D6 HP lightning damage or half damage for those who make the saving throw. This special attack can be unleashed three times daily.</p>
29	<p>The Net of Stickiness is made with strong giant spider web fibers treated to prevent them from burning. The edges are weighted to allow it to be thrown far.</p> <p>When attuned, the wielder can throw the net up to 100 feet as an attack action. If the attack succeeds, the net wraps around the target, drags it to the ground, and restrains it. The net can only be removed by the wielder.</p>
30	<p>The Whip of Bull is a simple braided leather whip with its two crackers shaped like horns.</p> <p>Once per day, the attuned user can use an action to crack the whip in the air and summon a giant bull. The bull has the same stats as a giant elk, except the ram attack causes piercing damage. The bull falls in the same initiative position as the wielder of the whip and takes its turn immediately after the wielder finishes.</p>
31	<p>The Harpoon of Sure Striking is constructed with a heavy wooden main shaft and a triple barbed head. A braided leather line is attached to the harpoon for retrieval. The main shaft has been stained deep brown and varnished to a high sheen.</p> <p>When attuned, the wielder can use an action to throw the harpoon up to 40' at a target and has advantage on the attack roll. On a successful attack, the harpoon does 1D6 piercing damage. The wielder can then use a bonus action to rip the harpoon out of the target, causing 2D6 slashing damage, and retrieve it.</p>

32	<p>The Bow of Jinxed Attacks is constructed from strips of browned bone lashed together and varnished as a whole. The string is made from beargut. Each lashing is braided together in a different, highly complex design.</p> <p>When attuned, any arrow fired from the bow that strikes a target causes normal bow damage. It also jinxes the target's future attacks for one minute. After a successful strike, each attack made by the target must subtract 1D4 from the attack roll.</p>
33	<p>The Trident of the Blessed is a gold-plated steel trident covered with scenes of heroic figures battling forces of evil throughout the world.</p> <p>When attuned, the trident causes 1D8 HP piercing damage when it strikes a target. Additionally, if the target is of an evil alignment, a powerful pulse of radiant light fires from the central tine, causing an additional 3D6 HP radiant damage. The radiant damage attack is limited to one time per round.</p>
34	<p>The Dagger of the Unspelled is a quartz-bladed weapon with a bronze hilt. The pommel has a stylized spelling circle engraved on it.</p> <p>When attuned, the wielder gains resistance to all magical attack damage.</p>
35	<p>The Glaive of Command is constructed with a hardened pine pole and a copper embossed steel blade. An image of a powerful leader is pressed into the copper embossing.</p> <p>When attuned, the wielder can cast command (per the spell) on the target on a successful hit. This spell effect is in addition to the weapon damage caused by the glaive.</p>
36	<p>The Javelin of the Swift Parry is an obsidian weapon coated with a slightly sticky substance that allows for a firm solid grip when wielding the weapon.</p> <p>When attuned, the wielder can spin the javelin rapidly, creating an impenetrable shield, allowing the wielder to parry an attack as a reaction.</p>
37	<p>The Net of Spirit Trapping is a gossamer threaded net made of finely spun cotton threads by a holy hermit. Weaved into the net's pattern is a glyph of trapping.</p> <p>When this net is tossed over a spirit or incorporeal creature, the net pulls the creature to the ground and restrains it. The creature can be attacked through the net, but an attack roll of less than eight will disturb the glyph and immediately free the creature.</p>
38	<p>The Lance of Dark Shadows is made of a wood pole painted and varnished jet black and a tip made of the sharpest obsidian. A faint cloud of darkness clings to the lance.</p> <p>When attuned, the wielder delivers 2D8 HP necrotic damage in addition to normal damage on a successful hit.</p>
39	<p>The Two-Handed Axe of Braced Defense is a large axe with a solid fire-hardened oak handle and a massive two-bladed steel head. The handle is shaped with two indented areas to hold the hands while using it.</p>

	<p>When attuned, the axe boosts the user's armor class by two. Due to the nature of the grips, the attack swings are also much more powerful, allowing the axe to deliver 2D10 HP slashing damage per attack.</p>
40	<p>The Mace of Selective Darkness is a pretty ordinary-looking weapon. The only thing that marks it as unusual is a series of four smoky black crystals embedded in the handle.</p> <p>When attuned, the wielder can use an action to unleash the darkness within the four crystals. Each crystal releases a ball of darkness just big enough to completely cover a target's head. Up to four targets can be chosen, and the darkness lasts for one minute, effectively blinding each target. This power can be used once daily.</p>
41	<p>The Arrow of Sickness is built from a worm-chewed wood shaft with a rusted head. It smells vaguely of disease.</p> <p>When the arrow strikes a target, the target takes normal arrow damage and must roll a DC 16 Constitution saving throw. On failure, the target takes 4D6 necrotic damage and is incapacitated until the disease is cured. The target takes another 1D6 necrotic damage each round until cured.</p>
42	<p>The Fist of Smashing is a heavy steel warhammer with several bands of studded bronze wrapped around the steel handle.</p> <p>When attuned, the wielder's strength score increases to 25. When the weapon is used in battle, a crit is a direct strike against the top of the target's skull. The blow is an instant kill if the target fails a DC 16 Constitution saving throw.</p>
43	<p>The Whip of Chaos is a silk-cored, woven leather whip. Each of the three crackers is ended with a leather-wrapped crystal ball covered with runes.</p> <p>When attuned, the wielder can unleash a crown of madness spell on a successful hit. This feature can be used twice daily, and the target must make a DC 17 Wisdom saving throw or be affected per the spell.</p>
44	<p>The Bow of Black Death is carved from a yew tree that grew at the edge of a rotting, festering swamp. It is sickly gray-black, and the carvings of pox-riddled creatures almost seem alive.</p> <p>As a bonus action, the attuned wielder can call forth the bow's magic to charge the nocked arrow. If the arrow strikes the target, it causes normal damage plus 2D6 necrotic damage. If the target fails a DC 15 Constitution saving throw, it takes an additional 1D6 necrotic damage each round as the rot continues eating away at its body.</p>
45	<p>The Assassin's Hand is a dagger with a six-inch blackened steel pick as its blade. The handle is carved ivory painted black. An anatomy chart showing the strike point for kill shots is faintly scratched into the handle.</p> <p>When attuned, the wielder deals an instant kill shot against any large or smaller creature on a crit.</p>

46	<p>The Spear of Paralysis is a light wooden spear with a sharp thin spike on its end. The spike is hollow and very thin at its tip. The shaft is decorated with a green and red striped snake twisted around its circumference.</p> <p>Once per day, as an action, the spear can inject a poison into the target that causes paralysis if the target fails a DC 15 Constitution saving throw.</p>
47	<p>The Net of the Hypnotic Weave is a small weighted hemp net measuring three feet across. Its strands are of various colors radiating from the center of the net to its edge.</p> <p>When attuned, the wielder can use an action to spin the net in rapid circles causing a hypnotic effect that can be cast per the hypnotic pattern spell. If a creature makes a DC 14 Wisdom saving throw, the hypnosis has no effect, and the creature is immune from future effects of the net for 24 hours.</p>
48	<p>The Mace of Diamond Brightness is rather unusual as it is made entirely of a solid piece of perfectly transparent quartz. Its handle is octagonal, and its head is cut with hundreds of facets, making it almost perfectly round. A small silver ball is attached to the other end of the handle.</p> <p>When attuned, the wielder can use an action to swing the mace in circles and then unleash a withering 5' wide, 50' long lightning bolt. Each creature in its path must make a DC 15 Dexterity saving throw. A creature takes 6D6 HP lightning damage on a failed save or half as much damage on a successful one. This attack can be used once daily.</p>
49	<p>The Quiver of Attraction is a soft kidskin tube with a piece of cork resting on its bottom and a metal ring at its top. The leather is dyed white with hundreds of small black specks throughout. It can hold ten arrows.</p> <p>The quiver magnetically charges the tips of the arrows, giving the archer advantage on all attacks with these arrows against any creature wearing metal armor. Arrows placed in the quiver require 24 hours to acquire this magnetic charge.</p>
50	<p>The Crossbow of Double Shots is built from stout oak, and its limb is made of a springy steel alloy. The stock has a seam running through it lengthwise.</p> <p>When attuned, the wielder can use a bonus action to split the crossbow into two fully loaded weapons and then use an action to fire both at either one or two targets. Another bonus action must be expended to put the weapons back together again. The action sequence allows the crossbow to be fired twice every other round.</p>
51	<p>The Dagger of Missiles is forged with a bronze blade and a leather-wrapped wooden handle. Its crossguard is steel and has four equidistant indentations on the blade side.</p> <p>When attuned, the wielder can cause the dagger to shoot four magic missiles as a bonus action against a successfully hit target. The dagger holds three total charges and regains one charge daily.</p>

52	<p>The Whip of Stone is made from strips of supple lamb hide weaved tightly around a cement powder-filled tube. It is quite heavy and requires a 15 Strength score to wield properly.</p> <p>When attuned, the wielder can cast flesh to stone as a bonus action against a target struck with the whip. The creature must make a DC 13 Constitution saving throw or begin the process of becoming petrified. This magical ability can be utilized twice daily.</p>
53	<p>The Garotte of Beheading is a thin, flexible strand attached to two hand-sized handles. The edge of the right handle nearest the thumb has a small button that can be depressed.</p> <p>The target must make a DC 14 Constitution saving throw or fall unconscious on a successful attack. Or, the attacker can use a bonus action to press the button on the handle. The button press causes the strand to thin to almost invisibility. Next, if the attacker rolls a DC 17 Strength check, the strand slices through the neck of the target, instantly killing it. The button works twice daily.</p>
54	<p>The Slingshot of the Growing Pebble is a wooden Y-shaped stick, carved smooth and polished to a shiny finish. It has rubber straps attached at the top ends of the Y and a small rounded leather strip with a glyph burned into it, holding them together.</p> <p>The weapon has a range of 40' and base damage of 1D6. When a pebble is shot from the sling, it starts growing rapidly, causing more damage the farther the target is from the attacker. At 10', the weapon causes 1D6 bludgeoning damage. At 20', 2D6, 30', 3D6, and 40', 4D6 HP bludgeoning damage.</p>
55	<p>The Hammer of Limited Teleportation is a normal-looking hammer built in the typical proportions of these instruments of battle. The only unusual aspect is the leather strap affixed to the handle. It is braided to rest on the wrist comfortably.</p> <p>As an action, the attuned wielder can twirl the hammer over the head and instantly teleport to an empty space up to 60' away. The teleportation negates attacks of opportunity, even if the wielder is currently in melee range of any creature.</p>
56	<p>The Axe of the Twin Brotherhood is a ruddy reddish axe blade made from an amalgam of copper, zinc, and steel. Its handle is made from fire-hardened ash and decorated with images of twins fighting side by side.</p> <p>When attuned, the wielder can use an action to split into two identical beings; same armor, hit points, stats, etc. This split lasts one minute, or when the two separate by more than 10', or until the prime wielder dismisses the magic. If the prime wielder is killed, both beings perish, and the twin dissolves into ash.</p>
57	<p>The Pike of Explosive Breath is built with a hollowed-out pole filled with a stable, cooled liquid and a head with small holes drilled in the hook and the tip.</p> <p>When attuned, the wielder can use a bonus action after a successful attack to plunge the pike deeper into the target. This extra push causes some liquid to be injected into the target. After the pike is removed, the body heat of the target causes the fluid to transform</p>

	and explode, causing 4D8 force damage. The pike holds enough explosive liquid for ten charges. It regains charges at the rate of one daily.
58	<p>The Blade of Banishment looks like a dagger hilt missing its blade, but it can be felt if one reaches out to where the blade should be. The pommel is an elaborately engraved tin cap entwined in shadowy symbols.</p> <p>When attuned, the wielder can choose to expend a bonus action after a successful attack to deliver a banishing smite spell. This power can be used once daily.</p>
59	<p>The Trident of Whispers is a solid brass trident with sharp barbed tines. Its shaft is covered with engravings of hundreds of mouths.</p> <p>When attuned, the wielder feels a psychic connection with the weapon. When used in battle, the wielder can use a bonus action to cast the suggestion spell on a successful attack on a target.</p>
60	<p>The Dagger of Speaking is an obsidian-bladed dagger with a petrified wood handle. The handle is wrapped with hammered silver and engraved with funereal scenes.</p> <p>When the dagger is plunged into the heart of a fresh corpse (not more than 24 hours old), the handle fills with the corpse's spirit and allows the living to speak with the corpse, asking a maximum of ten questions. The corpse's soul does not need to speak the truth, but the dagger's silvered handle will turn dark when a lie is told.</p>
61	<p>The Pitchfork of Eating would be a normal-looking farmer's pitchfork if it weren't for its wooden handle's smoky black undulating design.</p> <p>When attuned, each successful pitchfork attack lowers the target's hit point maximum by the number of hit points damage caused by the weapon. The wielder acquires one-half the damage caused as healing.</p>
62	<p>The Hammer of Ringing is a stout iron hammer with tiny cymbals built into hollowed-out depressions in the handle. Each cymbal is decorated with the image of an active stormcloud.</p> <p>When attuned, the hammer can be struck on the ground or other hard surface as an action and pointed to a position within 40' of the wielder. The weapon then unleashes a thunderwave (per the spell) at that position.</p>
63	<p>The Bow of Radiant Visions is built from white ash, which has been darkened by rubbing it with soot. The soot-darkened surface is covered with designs of angelic beings worshipping a pure white light.</p> <p>When attuned, arrows fired from this bow burst into a radiant glow and cause 2D6 HP radiant damage in addition to the standard bow damage when striking a target.</p>
64	The Net of Holding is a sack about the size of a backpack. It is made from cottonwood fibers with a silk drawstring. Because it is a net, one can clearly see that the sack is filled with all manner of sharp bits of junk.

	<p>When the net is tossed at a creature within 20' as an action, it causes 4D6 HP damage (a mix of piercing, slashing, and bludgeoning) as it opens up and batters the target with all the junk trapped in the netting. The target is also grappled, requiring a DC 15 Strength saving throw to break free. When the net is retrieved, it reverts to its junk-filled sacklike form.</p>
65	<p>The Staff of Growth is a heavy oak staff that feels slightly damp and heavier than expected, almost like it has just been cut from a tree moments ago.</p> <p>When the staff strikes a target, the target must roll a DC 14 Constitution saving throw or start growing a plant from where the target was hit. The plant causes 1D4 HP damage every round as it sucks nutrients from the target's body to support its growth. A target can grow multiple plants due to multiple saving throw failures from subsequent attacks.</p>
66	<p>The Great Mace of Shattering is constructed with a heavy section of cherry wood topped with an oversized egg-shaped steel ball. The handle is wrapped in bleached-bone colored leather strips to provide a firm grip.</p> <p>When attuned, the mace has a devastating effect on undead creatures. Instead of its normal attack damage, it unleashes a thunderous roar when striking an undead, causing 3D8 HP bludgeoning damage.</p>
67	<p>The Dagger of Ceremonial Might has a translucent purple glass blade with witches casting circle floating in its center. The handle is made of hardened tooled leather with a groove running into a small hole in the blade.</p> <p>The dagger allows anyone to cast a single ritual spell of third level or less. When performing the casting, a needle in the handle punctures the hand, extracting just enough blood (2 HP damage) to activate the blade, which casts a milky purple light in a 10' radius. It can cast a single ritual per day per wielder.</p>
68	<p>The Sai of the Deep Sleep is a fine set of steel weapons with a long central pole and two smaller ones on each side. The handle is wrapped in dyed cotton to resemble a cloudy sky.</p> <p>When attuned, the weapon casts sleep magic on every target when they are hit. Each time a target is successfully attacked, it must roll a DC 13 Constitution saving throw or fall asleep. The target stays sleeping until it takes damage or is woken up. The spell effect wears off naturally after ten minutes.</p>
69	<p>The Stiletto of Freezing is a long thin double-edged knife ending in a needle-sharp point. The grip is carved white marble with leather wrappings.</p> <p>When attuned, the stiletto causes 2D6 HP of cold damage in addition to normal dagger damage on a successful attack.</p>
70	<p>The Arrow of Hunger is built with a hefty shaft and an oversized barbed stone arrowhead. The shaft is painted with grubs eating their way through a deer carcass.</p>

	<p>When the arrow strikes a target, it does an additional 1D6 slashing damage. Every round after that causes another 1D6 slashing damage as it burrows deeper and deeper into the target. If the target rips the arrow out, the damage from this action causes 3D6 HP slashing damage.</p>
71	<p>The Chromatic Whip is made of supple buffalo leather strips with three crackers at the end. Small crystal (one red, one green, and one blue) is weaved into the tip of each cracker.</p> <p>When attuned, a successful whip attack against any creature within 10' causes normal damage. The wielder can then use a bonus action to cast a chromatic orb to generate additional 3D8 HP damage of the specified type to the target.</p>
72	<p>The Thinker's Axe is a hand axe, not much bigger than a hatchet. It is constructed from a large piece of tiger's eye carved into the shape of an axe and then strengthened with a steel lattice.</p> <p>When attuned, this weapon comes into its own as a psychic weapon. Instead of striking a target with the axe or throwing it, the wielder concentrates on a target it can see within 60' and makes a throwing motion with the axe. The target takes 2D6 HP psychic damage if the attack roll is successful. The axe never leaves the wielder's hand.</p>
73	<p>The Golden Lance is a simple iron rod, plated in gold and covered with symbols of some unknown god showing the lance striking true.</p> <p>When attuned, the lance has advantage on all attack rolls and always returns to the wielder's hand after each attack.</p>
74	<p>The Dagger of Hidden Attacks is an ordinary-looking dagger with a simple steel blade and brown leather-wrapped handle. It has a pommel made of neutral-colored metal with a crude symbol stamped in it that looks like a cattle brand.</p> <p>When attuned, the wielder can use a bonus action to become invisible. When the wielder attacks, the invisibility ends.</p>
75	<p>The Snow Blade of Frozen Actions is an ice-blue steel-throwing knife cold to the touch. The handle is wrapped in several layers of cotton.</p> <p>The knife can be thrown at targets up to 40' distance, and if it strikes, it causes an additional 2D6 HP cold damage, and if the target fails a DC 14 Constitution saving throw, it becomes paralyzed until the end of its next turn.</p>
76	<p>The Arrow of True Flight is constructed with a light metal shaft, eagle feathers as fletching, and a wide sharp barbed tip.</p> <p>When attuned, the arrow can target anyone the shooter has seen at least once while in range. The arrow will go around obstacles, turn corners, and unerringly find the target's location. As a bonus action, the shooter can whistle to recall the arrow.</p>
77	<p>The Dagger of the Underdark is a slightly warm iron dagger with small crystals wrapped within the hilt's leather bindings.</p>

	<p>The dagger radiates “dark” light, which gives all within 10’ of it darkvision out to 120 feet.</p>
78	<p>The Hammer of Downed Foes is a construction-mallet-sized weapon with its steel head covered with a one-inch coating of black rubber.</p> <p>Originally created for law enforcement, the hammer has proven useful for knocking out, rather than killing, foes. The hammer causes normal bludgeoning damage on an attack, but the final killing blow is automatically turned into a knockout blow, rendering the target unconscious for one hour.</p>
79	<p>The Staff of the Traveler is carved from a weeping willow branch, tanned light brown, and decorated with vivid blue raindrops.</p> <p>The staff can guide the attuned owner to a particular destination. The owner pictures a destination clearly, and the staff responds by becoming damp when the owner is walking in the correct direction. The staff only understands line of sight direction, so actual travel may require detours to reach the destination.</p>
80	<p>The Dagger of the Lucky Adventurer is carved from a solid block of malachite. The top of the handle has a single four leaf clover carved into its surface.</p> <p>The attuned wielder can use a reaction to parry an attack that would have otherwise hit. The wielder rolls a D6, subtracting that value from the attack roll. The wielder gets hit and takes normal damage if it is still a hit. However, if the roll is enough to cause a miss, the parry can redirect the attack to another creature within five feet or just have it fail.</p>
81	<p>The Arrows of Forked Lightning is made with beautiful silver and copper alloy in a wool-lined quiver. There are ten arrows in the set.</p> <p>When attuned, an arrow strikes a target, causes normal damage, and unleashes three lightning bolts. The three bolts strike the target and the nearest two targets designated by the shooter, and each causes 2D6 HP damage. The arrows can be retrieved and will recharge after 24 hours.</p>
82	<p>The Quiver of Clairaudience is made from willow bark with a padded cotton wool bottom. The quiver is large enough to hold ten arrows.</p> <p>When attuned, an arrow can be removed from the quiver and shot up to the maximum bow range at either a target or a location. Once the arrow lands, the owner can hear conversations and noises within 20’ of the arrows location for ten minutes.</p>
83	<p>The Bow of Ricochets is a small spring metal bow with a bronze string that can be pulled back with tremendous effort. It shoots a special metal arrow with an arrowhead that looks like three arrowheads joined together in a straight line.</p> <p>When attuned, the wielder can shoot one of the special arrows at a target. If the attack is successful, the target takes normal damage, and the arrow bounces to the next nearest target and then one nearest to that second target for a possible maximum of three hits.</p>

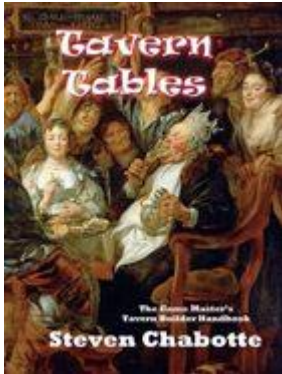
	<p>The bow comes with ten arrows. A talented weaponsmith can forge more arrows of this type.</p>
84	<p>The Spear of Fearful Striking is a rotted-looking shaft covered in designs of loathsome creatures from the darkest nightmares.</p> <p>When the spear is thrown, the holes from the “rot” make a peculiar whistling sound that causes fear in the target if it fails a DC 15 Wisdom saving throw. If it fails, the spear has advantage in its attack. If it succeeds, the attack is handled normally.</p>
85	<p>The Mace of Holey Burning is constructed with an alder handle and a spiked bronze ball. The center of the ball is hollow and filled with liquid. The spikes all have small holes drilled into the core of the ball.</p> <p>When attuned, a successful strike of the mace causes normal damage, plus it leaks drops of acid from the holes and causes an additional 4D4 HP acid damage. It can unleash the acid attack once per round.</p>
86	<p>The Axe of the Earth is a granite-bladed axe with a stout oak handle, engraved with artistic representations of earth elementals.</p> <p>Once daily, the attuned wielder can cast flesh to stone against a successfully hit target. The target must make a DC 16 Constitution saving throw to shrug off the effect.</p>
87	<p>The Heavy Hammer of Stars is a massive two-handed hammer made with a pecan handle and lead-filled iron head.</p> <p>When attuned, the wielder can use a bonus action after a successful attack to attempt to stun the target. If the target fails a DC 15 Constitution saving throw, it becomes stunned until the end of its next turn.</p>
88	<p>The Fang of the Moon is a massive werewolf’s fang secured in a wooden handle.</p> <p>When attuned, the fang causes 1D8 HP piercing damage on a successful attack. As a bonus action, the wielder can cause the fang to inject a wasting disease into the target, causing an additional 1D6 HP poison damage if the target fails a DC 14 Constitution saving throw. The poison causes an additional 1D6 per round until cured or until the target dies. If the target dies due to the poison damage, there is a 50% chance it will revive in 24 hours as a lycanthrope.</p>
89	<p>The Sling of Telekinesis is an ordinary-looking sling made from two lamb leather with a central pouch made from sheep leather tooled to have hundreds of little indentations to firmly secure the stone when the sling is spun around in preparation for an attack.</p> <p>When attuned, the wielder gains the ability to aim the sling stones telekinetically. Once per round, you can use the telekinetic power to have a guaranteed hit against a target up to 100’ away and cause double damage.</p>

90	<p>The Arrow of Climbing is a sturdy wood arrow with an arrowhead-shaped like a boring tool. The nock end has a small hole drilled in it to attach a thin silk string included with the arrow.</p> <p>When fired at an object (a cliff face, the wall on the other side of the chasm, etc.), it strikes and drills into it, forming a secure connection. Once the connection is secure, the silk thread expands into a sturdy rope that can support 1000 pounds. The string is 150' long and spools out as the arrow flies. When the arrow is removed from the object by twisting it counterclockwise, the rope reverts to the thin string for retrieval.</p>
91	<p>The Crossbow of Psychic Bolts is a wooden crossbow with a small box of dark paste that fits into its bottom.</p> <p>When attuned, the crossbow auto reloads with psychic arrows, which cause psychic damage rather than piercing damage when they hit a target. The box of paste is enough to form 100 psychic arrows and can be refilled by an alchemist.</p>
92	<p>The Spear of the Heart was hewn from the center of an ancient oak tree destroyed in a magical battle. Its mottled appearance is due to the powerful energies absorbed by the tree during the attack, and under the right light conditions, it glows slightly.</p> <p>Every time the spear successfully strikes an enemy, it charges with two points of healing energy. It can hold up to 30 HP total of healing energy. The power can be used as healing magic anytime but drains back to zero each time it heals.</p>
93	<p>The Blade of Creation is a small dagger with a zinc blade and a translucent yellow citrine handle. Tiny three-dimensional runes can be seen inside the handle.</p> <p>After the dagger has caused 100 HP of damage against other creatures, the runes brighten with mystical energy. The dagger can then be jammed into a large barrel of mud to create a clay golem. The act of creation resets the absorbed energy to zero.</p>
94	<p>The Hammer of the Mystic Waters is a green glass head with a red maple handle. Under the right light, one can see miniature waves sloshing back and forth in the head.</p> <p>When attuned, the hammer can unleash a tsunami or a wall of ice once per week.</p>
95	<p>The Arrow of Kinetic Curing has a hollow metal shaft and a clockwork arrowhead. The shaft is filled with small gears and punctured with many tiny holes. The arrowhead has a mechanism that extends a thin needle after it strikes a target.</p> <p>The arrow has curative abilities. When it is fired at a target, the kinetic energy of the shot activates the clockwork mechanism in the shaft that pulls trace elements from the air to make a healing potion that gets injected when the arrow strikes. The arrow doesn't cause any damage when it hits. Rather, it grants 2D6 HP healing.</p>
96	<p>The Axe of Wealth has a Crassula ovata (money tree) handle and a jade blade. The handle has been imbued with powdered gold. The blade has an image of a coin on each side.</p>

	When the axe strikes a target, a gold piece pops out of its top and lands nearby. On a crit, it spits out ten gold pieces.
97	<p>The Maul of the Giants is a huge two-handed mallet made of hickory. The head is covered in an iron sleeve covered in runes of an ancient giant language.</p> <p>The mallet can strike any target within 10' of the attuned wielder. Each strike causes the same damage as a greataxe (1D12) plus an additional 6 points. Additionally, there is a 10% chance that the blow will knock the target unconscious.</p>
98	<p>The Bane of Scales is a trident-shaped weapon with a long wooden handle carved and painted to resemble the reptile's scales. Buried in the design of each scale is a small rune.</p> <p>This weapon gives advantage to attacks against all amphibians and reptiles, including dragons, lizards, snakes, dinosaurs, crocodiles, and many others. It requires attunement to activate this feature.</p>
99	<p>The Bow of Choices is a crossbow with a circle of rings in its front. The ring spins so that one of the smaller rings can be centered right in the arrow's path when it is released. The rings are colored red, orange, yellow, green, blue, and violet.</p> <p>When attuned, the shooter can turn the circle to have an arrow pass through a particular colored ring. In addition to normal damage if the arrow hits, the colors cause damage as follows: Red causes 3D6 fire damage, orange causes 3D6 acid damage, yellow causes 3D8 lightning damage, green causes 5D4 poison damage, blue causes 4D6 cold damage, and violet causes 3D8 psychic damage.</p>
100	<p>The Dagger of Jumping is a solid steel dagger with a handle made from a tough iron spring wrapped in soft leather.</p> <p>The spring stores kinetic energy every time the dagger strikes a target. The energy can be released as a reaction, allowing the wielder to hop over an attacker in melee range and avoid an attack that would have otherwise hit. The energy is stored in the spring until the wielder's next turn starts.</p>

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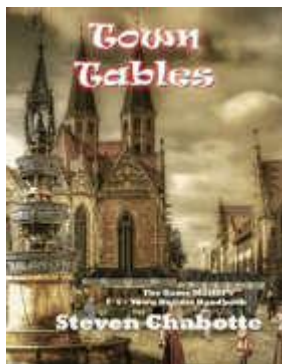


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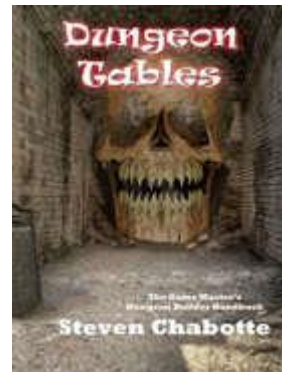


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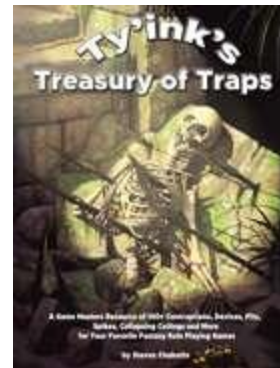


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